



COLOR DREAMS, INC.  
CUSTOMER SERVICE DEPARTMENT  
2700 E. IMPERIAL HWY., BLDG. B  
BREA, CA 92621

INSTRUCTION  
MANUAL

MASTER CHI  
AND THE  
DRUNKARD HU



## MASTER (M) AND THE DUNGEON IN CONTROL, MARGARET

### Controls

Left and Right Arrows	Move Master. (M) in the indicated direction.
Up Arrow	Push the Arrow to Long.
Down Arrow	Push Button 2 to the.
Space Bar	Press the bar of the lock to block door from opening.
Tab Key	Open the game. Also releases the game.
Enter Key	Select options on the screen.

### Special Objects

Master of Knowledge	Enter 2 symbols to complete each world.
Master of Freedom	After selecting the four different worlds, select the key to enter the next world.
Master of Knowledge	Enter number to open existing equipment.
Master of Power	Masterpiece the form to 2 symbols.
Master of Knowledge	Masterpiece the form completely.
Master of Knowledge	Master Master (M) knowledge for several worlds.
The Master Key	Open the game.



## MASTER CHU AND THE DRUNKARD 1. Introduction

Return to a mythical time in the Far East, when the legendary Chinese Pan Shue, God of destruction, cursed your village with fearsome evil spirits. Despaired by repeated failure to drive out thieve and demons, your best friends, Master Hu, has turned into a drunkard. You, Master Chu must search through hostile palaces and temples to find and destroy the last great incarnation of Shue. If you should die, join with your teammate, the Drunkard Hu to help out. Playing together can be a lot of fun!

Copyright ©1990 Cyber Systems, Inc.  
Copyright ©1990 by You



## INDEX BY SYMBOL

- 1) Store at room temperature. Do not subject to environmental extremes.
- 2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo<sup>®</sup> system.
- 3) Keep contacts clean. Do not touch them and store the cartridge in its box when not in use.
- 4) Do not try to open or disassemble the cartridge.
- 5) Do not let too close to your television.
- 6) Do not clean the cartridge with chemical agents.

Nintendo, Nintendo Entertainment System and NES are trademarks of Nintendo of America, Inc.

## B. GAME CONTROL

### Left and Right Arrows

Move Mario/Clay in the indicated directions.

### Up Arrow

Push Up Arrow to jump.

### Button A

Push Button A to hit a shot.

### Button B

Release the Force or the Kick to block shots from enemies.

### Start Button

Select either one or two player mode. Also allows the player to continue a new game from the current world. You are only allowed to continue 1 times. If you game beyond the 1st world, selecting continue will always put you back to the 1st world.

### Reset Button

Starts the game. The Start Button is also used to freeze the game during play.



### III. GAME MECHANICS

There are a total of 10 worlds and you are allowed 3 lives per player per game. In the first 7 worlds you must feed and collect the 8 Symbols of Harmony. When the symbol counter reaches 8, you will be lifted and transported to deal with the boss in that world. You must defeat the boss and feed the key which will open the door to the next world. World 8 and 9 permit you to challenge the bosses directly. World 10 is where you will encounter the Supreme Twin Dragon Boss.

Master Chi and his partner (an optional second player), the Drunken He, each starts with 10 units of life force. Every time the Master is hit or comes in contact with an enemy, the life force is reduced by 2 units. If the life force is fully depleted and the Master is hit again, you lose a life.

### IV. DOUBLE PLAYING

The game features simultaneous play for two players. If you are playing a double player game and one player loses all three lives, he must wait for the other player to finish. Upon the end of a double player game, both players will be given the option to continue. When the players are too far apart from each other, the screen will stop scrolling until one player moves away from the edge of the screen. This way both players will always remain on the screen.

### V. SPECIAL ITEMS



SYMBOL OF HARMONY

Try to find these items by shooting any dark holes or directly at objects.

**Symbols of Harmony** - When you have collected a total of 8 symbols, you will then open your right to challenge the boss. The symbol counter is at the bottom of the screen.



SYMBOL OF KNOWLEDGE

**Symbol of Knowledge** - Allows Master to temporarily increase speed.



SYMBOL OF INVULNERABILITY

**Symbol of Invulnerability** - Makes you invulnerable for several seconds.

## V. SPECIAL ITEMS (Continued)



PEARL OF POWER

**Pearl of Power** - Regenerates your life force by 2 units.

**Living Diamond** - This fast-rare item belongs to a rare and valuable species which can fully regenerate your fading life force. Catch them before they get away.

**The Sacred Box** - Collecting this treasure will get you on your life. See which player can get to it first.

**Flaming Key of Freedom** - Unlocks the secret passages to the next world.



LIVING DIAMOND



THE SACRED BOX



FLAMING KEY OF FREEDOM

## VI. ENEMIES



QUICK REPORT

**Quick Report** - The life force for enemies under all attacks your life force by 2 minutes.



TORNADO

**Tornado** - Hanging from the ceiling. These ruthless predators often catch you by surprise.



RULER THE WORM

**Ruler the Worm** - A whole procession of these worms can drain your power quickly. Watch them before they rub that poisonous powder on you.

# IX. ITEMS (Continued)



DAGGER

Dagger - Find in wilderness and you can double its hitpoints.



SWORD OF STRENGTH

Sword of Strength - Assassination is the only way to reach this item's resting place.



SHIELD, 10 HITS

Shield's Hope - Be on your toes, for this eloping monster can easily catch you off guard.

# X. ITEMS (Continued)



SWORD, 10 HITS



SWORD, 10 HITS, 10 HITS



SWORD



SWORD, 10 HITS



SWORD



SWORD, 10 HITS, 10 HITS



SWORD, 10 HITS



SWORD, 10 HITS



SWORD, 10 HITS

Here are the toughest warnings that you will encounter in the software.



FALL HAZARD



BACK



REPEATED APPLICATION



SLIP



TOO FAST



EXCESSIVE FORCE USED

## COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, it may interfere with the communication of other devices. It is recommended that the user follow the following guidelines to help avoid interference. If the user has trouble and is unable to comply with the limits for a Class B computing device as prescribed with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation, it may be necessary to take additional measures to help avoid interference, which can be determined by turning the equipment off and on. The user is encouraged to try to correct the interference by one or more of the following measures:

1. Reorient the receiving antenna.
2. Increase the distance between the equipment.
3. Move the equipment from the antenna.
4. Plug the equipment into different outlet so that equipment outlet and an outlet circuit.

If necessary, the user should contact the dealer or an independent radio/television technician for additional suggestions.

The user may find the following useful information by Federal Communications Commission (FCC) Part 15.107 and 15.109, as required for the equipment in this class. The document is available from the U.S. Government Printing Office, Washington, D.C. 20540, Stock No. 049-000-000-0.

Under FCC's for the distribution for Wireless Communication System?



1000

Order Shipping via [orders@nyc.ny.us](mailto:orders@nyc.ny.us) appears to be the original purchase for the City (Source: State Comptroller's Office Report), and in fact that document is missing any acknowledgment of receipt of the item from the City of purchase. It is noted however by the primary source after the monthly review, Order Shipping will be further input of making the shipment (Add-Ship) and in charge of the to the cost of securing the equipment.

© 2004 Blackwell Publishing Ltd, *Journal of Internal Medicine* 255: 105–112

1. Merge each pair of *contigs* together with the original read pair of *paired-end* (Illumina) and create the *contig*.
2. Exclude a *contig* missing the *signature* of the *pathogen* or *antibiotic*.
3. Remove any *contigs* (single *paired-end* or *paired-end* read of *deeper* coverage) within the *library* assembly joined to *contigs* containing the *signature* of the *pathogen* or *antibiotic*.

© 2006 Blackwell Publishing Ltd, *Journal of Internal Medicine* 260: 105–112

Tags (also managed by developers) identify, reconfigure, or remove components and, in the case of tags, are used to identify components.

100

It seems probable that many of the unexplained, non-communicable diseases of modern society are derived from a combination of chemical and biological causes. It is likely that the most serious of these diseases are being brought on by food processing techniques which, in no sense, are "life saving." The food has been processed under circumstances inimical to the health of any animal or human creature. The products of the industry are sold to the United States and foreign states in no other form than as it is produced without any indication of what kind of processing brought on the disease conditions and conditions that are likely to ensue. The consumer does not receive legal rights, and may have other legal remedies that are not stated in laws.

**ALWAYS CALL FIRST THE BELLING LLOYD HAS IT ALL LISTED FIRST!**

PLANT	DATE	TIME	LOC.	NO.

© 2004 Blackwell Publishing Ltd *Journal of Internal Medicine* 255: 101–108

[illegible]

Inventory Item(s)	Quantity	Unit	Estimated	Actual	Percentage
1. Budget's inventory, approximately equal	1	0	0	0	0
2. Inventory items listed that are not in the budget	1	0	0	0	0
3. Inventory items in budget	1	0	0	0	0
4. Inventory items, including, from, inventory	1	0	0	0	0
5. Inventory items, from, inventory	1	0	0	0	0
6. Inventory items, from, inventory	1	0	0	0	0
7. Inventory items, from, inventory	1	0	0	0	0
8. Inventory items, from, inventory	1	0	0	0	0
9. Inventory items, from, inventory	1	0	0	0	0
10. Inventory items, from, inventory	1	0	0	0	0



COLOR DREAMS INC.  
2700 IMPERIAL HWY., BLDG. B  
BREA, CA. 92621

1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12  
13  
14  
15  
16  
17  
18  
19  
20  
21  
22  
23  
24  
25  
26  
27  
28  
29  
30  
31  
32  
33  
34  
35  
36  
37  
38  
39  
40  
41  
42  
43  
44  
45  
46  
47  
48  
49  
50  
51  
52  
53  
54  
55  
56  
57  
58  
59  
60  
61  
62  
63  
64  
65  
66  
67  
68  
69  
70  
71  
72  
73  
74  
75  
76  
77  
78  
79  
80  
81  
82  
83  
84  
85  
86  
87  
88  
89  
90  
91  
92  
93  
94  
95  
96  
97  
98  
99  
100